

TITLE OF THE INVENTION

**MEDIA RECEIPT DEVICE AND SYSTEM
AND A METHOD OF USING THE SAME**

Gerry W. Kearby

Earl I. Levine

BACKGROUND OF THE INVENTION

1. Field of the Invention

The present invention relates to the field of data distribution and, more specifically, to the field of downloadable multimedia.

2. Description of the Related Art

On-site distribution of artists' work immediately following a performance is a popular point of sale. With the reduction of cost and portability of many recordable forms of media and their associated recording equipment, such as compact discs and compact disc recorders or "burners", the performance that audience members just witnessed can be rapidly manufactured and sold to the departing audience members immediately following the performance.

Unfortunately, for many performances, high demand for such recordings by the departing audience causes logistical problems for the production and distribution of the

1 media. The level of demand is a function of audience members in attendance.
2 Attendance can exceed 100,000 audience members for many live performances such as
3 sports events and music concerts.

4 Media recording equipment can only record up to a given speed. Also, many
5 media types can only begin recording after the performance has ended. Furthermore, the
6 performance itself may need to be processed before recording, for example when mixing
7 or mastering audio works.

8 To compensate for these deficiencies, large quantities of recording equipment
9 must be moved to the performance site and, even then, recording sufficient quantities of
10 media to satisfy the audience demand can take an excessively long time. The delay in
11 production of the final recorded product often causes long queues of audience members
12 waiting to purchase freshly recorded media. This is often the biggest bottleneck in the
13 sale of performances to their respective departing audiences. Many audience members
14 who would otherwise purchase the performance as they departed the performance instead
15 opt out of waiting in line and never purchase the performance in the future. Sales to
16 those audience members must be made at the time of audience departure.

17 Extra employees are also needed on-site to produce the recorded media. The skill
18 set needed to manufacture the large quantity of recorded media is often not held by the
19 typical employees on-site at performances. Thus, large quantities of specialized
20 employees must be present. Additionally, under such time constraints and with large
21 lines of potential customers, these employees make an increased number of errors in both
22 the production and sale of the media. This can effect the quality of master recordings and
23 overall customer satisfaction.

1 Therefore there exists a need for a method and system to sell performance
2 recordings to the departing audience from the performance at the time of the audience's
3 departure. Furthermore, there exists a need for a device on which the performance can be
4 delivered to the departing audience. There also exists a need to deliver the performance
5 to the audience on media after the audience has fully departed the performance venue
6 and/or after the performance has been properly processed.

7
8 BRIEF SUMMARY OF THE INVENTION

9 A receiving device for receiving data is disclosed. The device has a medium
10 container. The medium container has a data redeemer. The data can include an audio
11 performance. The data can include a visual performance. The medium container can be
12 a jewel case. The device can also have a medium that associates with the medium
13 container. The medium can be a compact disc. The medium can be a digital video disc.

14 Furthermore, a data distribution system is disclosed. The data distribution system
15 has a first medium container and a second medium container. The first medium container
16 has a first medium redeemer. The second medium container has a second medium
17 redeemer. The first medium redeemer is unique from the second medium redeemer.

18 A method of delivering data is also disclosed. The method includes distributing a
19 first medium container. The first medium container has a first medium redeemer. The
20 method also includes delivering the data when the redeemer is redeemed.

21 The redeemer can include a redemption code. The redeemer can be activated
22 when the first medium container is distributed. The redeemer can be activated before the
23 first medium container is distributed. Redeeming the redeemer can include validating the

redeemer. Delivering can include transferring from a remote storage medium to a local storage medium.

BRIEF DESCRIPTION OF THE DRAWINGS

Figure 1 illustrates an embodiment of the receiving device.

Figure 2 illustrates an embodiment of the method for delivering the data.

DETAILED DESCRIPTION

Figure 1 illustrates a receiving device 2 for receiving data, for example data of a performance (e.g., music or theatrical performance, sporting event, academic lecture) to an audience member following the performance. The receiving device 2 is shown in Figure 1 in an open configuration. The receiving device 2 can have a medium container 4, a medium container label 6, a redeemer 8, and a medium 10.

The medium container 4 can be a jewel case for one or more compact discs (CDs) or digital video discs (DVDs), an envelope (e.g., paper, cardboard, plastic) for one or more CDs or DVDs, a video tape case, an audio tape case, or combinations thereof.

The medium container label 6 can be a label properly sized to fit in or on the medium container 4, such as a jewel case booklet or single sheet, a silk-screened label or other label printed directly onto the medium container 4, an adhesive label, or combinations thereof. If the medium container label 6 is separate from the medium container 4, the medium container label 6 can be fixedly or removably attached to the medium container 4 as shown by arrow 12.

1 The medium can be a CD (e.g., a CD-R, a CD-RW), DVD (e.g., recordable DVD,
2 DVD-audio), digital audio tape (DAT), magnetic audio tape, magnetic video tape (e.g.,
3 VHS format, Betamax format), flash memory, or combinations thereof. The medium 10
4 can be associated with the medium container 4, such as when the medium container 4 is
5 constructed with dimensions to hold the medium 10. The medium 10 can be physically
6 unlabeled, physically labeled (e.g., with an adhesive, etched, printed, sand or otherwise
7 blasted, or silk-screened label), come with a physical label (e.g., an unattached adhesive
8 label) to be optionally attached to the medium 10 by the user, or combinations thereof.
9 The medium 10 can be blank (i.e., void of pre-recorded data), or can be partially or
10 completely pre-recorded (e.g., with greatest hits, previous performances, formatting,
11 computer programs/applications). The medium 10 can be removably attached to the
12 medium container 4 as shown by arrow 16. The medium 10 can have a medium label 16,
13 for example, a silk-screened label or other label printed directly onto the medium
14 container 4, an adhesive label, or combinations thereof.

15 The medium container label 6 and/or the medium label 16 can have instructions
16 18 on how to redeem the redeemer 8 and retrieve the data and/or other information (e.g.,
17 regarding the performance and/or artists, artwork).

18 The redeemer 8 can have a redemption code, for example, a printed alphanumeric
19 sequence such as a random sequence or a unique URL (e.g., directly printed onto the
20 medium 10, a label 6 and/or 16 or, for example, on a separate paper or card),
21 magnetically recorded data (e.g., on a magnetic stripe on a card, like a credit card device)
22 such as an alphanumeric sequence, for example a binary number or numbers (e.g., in
23 hexadecimal form), or a series of electrical, magnetic, or radio frequency (RF) outputs

1 based on a given input (e.g., a smart card or other device with a microprocessor or RAM),
2 or combinations thereof. The redeemer 8 can have a redemption code in a physical
3 configuration (e.g., a token or physical key). The redeemer 8 can be an analog or digital
4 code, for example, optically, RF, or otherwise transferred into a mobile device such as a
5 portable phone, laptop computer or personal data assistant (PDA).

6 The redeemer 8 can also be hidden from view and/or detection before the medium
7 container 4 is opened by the user. For example, the redeemer 8 can be printed on the
8 inside of the medium container 4 and/or covered by a visually opaque and/or
9 magnetically opaque removably attached label.

10 The receiving device 2 can have an activator (not shown). The activator can be an
11 activation code in a form disclosed supra for the redeemer 8. The activator can be visible
12 and/or detectable before the medium container 4 is opened by the user. The activation
13 code can be cryptographically related to the redemption code.

14 15 SYSTEM AND METHOD OF USE

16 Figure 2 illustrates a method of delivering the data using the data receiving device
17 2. The data, for example the aforementioned performance, can be recorded. Once the
18 data is recorded, the receiving device 2 can be transferred to the end user, for example by
19 physically handing to or otherwise delivering the receiving device 2 to a departing
20 audience member.

21 The price of the receiving device 2 can be received in its entirety at the time of the
22 purchase and/or transfer of the receiving device 2, or at the time of use of the redemption
23 code of the redeemer 8, or at the beginning, middle and/or completion of the transfer of

1 the data, or separately in combinations thereof (e.g., one-third of the price can be paid
2 separately at the purchase, the use of the redeemer, and the transfer of the data).

3 The data to be delivered can be prepared before delivery to the receiving device 2.
4 This preparation can be, for example, recording and processing and/or analyzing the
5 performance. The processing and/or analyzing can include mixing, mastering, converted
6 into a format, for example, a standard motion video, audio, or still video format (e.g.,
7 MPEG, DVD (e.g., MPEG2 video codec with AC-3 audio codec), WMV, AVI, MP3,
8 redbook, AAC, AC-3, ATRAC2, ATRAC3, MPEG4 audio and/or video, AIFF, WMA,
9 MIDI, WAV, AU, ASF, JPG, ogg vorbis, GIF, Tag Image File (TIF), postscript, PICT,
10 bitmap), adding labels (e.g., titles, ID3 tags), concatenating or dividing files or
11 combinations thereof. The data can be transferred to a remote storage medium, for
12 example, a hard drive on a networked server.

13 The user (e.g., the ex-audience member) can redeem the redeemer. Redeeming
14 the redeemer grants permission to the user to transfer the data from the remote storage
15 medium to a local storage medium. The instructions 18 can direct users to a redemption
16 location, for example, a server at a URL or a kiosk computer. Once the redemption
17 location is accessed, the redeemer 8 (e.g., the redemption code) can be submitted to the
18 redemption location for validation.

19 All redeemers 8 distributed for a specific data set (e.g., a single performance or all
20 performances by one artist) can have the same redemption code or different (e.g.,
21 absolutely individually unique, or sets of unique) redemption codes. The redemption
22 code(s) can be activated or deactivated after a specific date (e.g., one month after the date

1 of the performance) or can be active perpetually. Before transfer, during transfer or after
2 transfer of the receiving device 2, the redemption code can be activated.

3 The redemption code can be activated by being directly recorded and activated.

4 The redemption code can be barcoded and/or alphanumerically printed on the medium
5 container 4. The redemption codes assigned to receiving devices 2 that have been
6 transferred to users can then be activated. All redemption codes can be pre-enabled and
7 then redemption codes remaining on non-sold inventory can be deactivated or inventory
8 can be destroyed or distributed at a later time.

9 The redemption code can be indirectly activated, for example by activating the
10 activator. The activator can be activated by any method disclosed supra for activating
11 redemption codes.

12 Activating a specific redemption code enables the redeemer(s) 8 bearing that
13 redemption code to receive permission to the user to transfer the data from the remote
14 storage medium to a local storage medium. A database of activated redemption codes
15 can be checked before permission is granted to use the redeemer 8.

16 The redemption codes and/or activation codes can have a digital signature.
17 Digital cryptography can be used to verify the authenticity of the redemption code and/or
18 the authenticity of the combination of the activation code and the redemption code.
19 Methods of digital cryptography are known to those having ordinary skill in the art. For
20 example, public-private key cryptography and/or a one-way hash function can be used.

21 If the redeemer 8 is being redeemed over a network, the network address (e.g., IP
22 address) of the user's computer can be recorded. The transfer of the data from the remote

1 storage medium to the local storage medium can be restricted to only allow transfer to the
2 network address originally recorded when permission to transfer the data is granted.

3 Transfers with a single redemption code can be limited in quantity. For example,
4 a single redeemer can be allowed to transfer a maximum number of data files at one time
5 (e.g., three files at once) or within a specific time interval (e.g., ten files per day).

6 Multiple downloads of the same data can be restricted from a single redemption code.

7 Transfers can be required to occur within a specific amount of time (e.g., one week) after
8 the redeemer 8 has been granted permission to transfer the data. Total transfers from all
9 users can also be limited (e.g., to maintain a maximum transfer bandwidth).

10 Once the redeemer 8 has been granted permission to transfer the data from the
11 remote storage medium, the data can be transferred to the local storage medium. The
12 local storage medium can be a home computer (e.g., a local hard drive, the medium 10, or
13 another medium as listed supra as an example for the medium 10), a networked drive,
14 and/or a kiosk computer (e.g., at a music store or at the performance site). The redeemer
15 8 can also be used to retrieve the data, perhaps already on a local storage medium, from
16 personnel, for example a clerk at a store. The redeemer 8 can be used to order pre-
17 recorded data online (e.g., through a retailer). The redeemer 8 can be used to retrieve the
18 data on a peer-to-peer network, or combinations of the redemptions supra.

19 The transfer from the remote storage medium to the local storage medium can be,
20 for example, a download and/or stream. Downloading can be defined as retrieving a
21 copy of an entire data file from remote storage to a local storage medium. Downloading
22 includes direct recording (e.g., a kiosk computer recording a CD). Streaming can be
23 defined as the display or other playback or execution of the media in parallel with the

1 copying of the media from the remote storage location to the local storage location,
2 perhaps with a short delay between the copying and the playback or execution.

3 Once the user has the data on a local storage device, the user can then transfer the
4 data onto the medium 10 or a similar medium and store the medium 10 in the medium
5 container 4.

6 It is apparent to one skilled in the art that various changes and modifications can
7 be made to this disclosure, and equivalents employed, without departing from the spirit
8 and scope of the invention. Elements, configurations of elements, actions, and the order
9 of actions shown with any embodiment are exemplary for the specific embodiment and
10 can be used on other embodiments and in other configurations and orders within this
11 disclosure.

12